



American Contract  
Bridge League

**LAWS  
OF  
RUBBER  
BRIDGE**

2014 Authorized Edition



The International Code

# Laws of Rubber Bridge 2014

**North American Edition**

As Promulgated in the  
Western Hemisphere by the  
American Contract Bridge League

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American Contract Bridge League  
6575 Windchase Blvd  
Horn Lake MS 38637  
[www.acbl.org](http://www.acbl.org)

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# Acknowledgments

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## Preface

The American Edition of the first International Laws of Contract Bridge was promulgated by the Whist Club of New York, in collaboration with the Card Committee of the Portland Club of London and the Commission Française Du Bridge of Paris in 1932 and revised in 1935. Harold S. Vanderbilt chaired the Committee on Laws of the Whist Club and Ely Culbertson chaired the advisory American Cooperating Committee. In 1943, the code was replaced in America by a code promulgated jointly by the Whist Club and the American Contract Bridge League. In 1947, by mutual agreement, the American Contract Bridge League became the sole promulgating body, and in 1948 issued a revised code. The next revised codes came in 1963, 1981 and 1993.

The Laws of Rubber Bridge 2014 replace the 1993 Laws of Contract Bridge. The American Edition of the Laws of Duplicate is also promulgated by the American Contract Bridge League. The two codes are nearly identical, so far as the nature of their respective games makes it possible.

# Promulgating Bodies of the 2014 Laws

The Laws Commission of the  
American Contract Bridge League

Chip Martel, Chairman  
Adam Wildavsky, Vice-Chairman

Peter Boyd	Jeffrey Polisner
Chris Compton	Eric Rodwell
Alan Falk	Rebecca Rogers
Mike Flader	Aaron Silverstein
Ron Gerard	Matt Smith
Robb Gordon	Roger Stern
Matt Koltnow	Howard Weinstein
Alvin Levy	

Drafting Committee for the  
Laws of Rubber Bridge 2014  
(formally called Laws of Contract Bridge)

Alvin Levy, chairman  
Roger Stern

In collaboration with the Portland Club

Approved by the World Bridge Federation

# The Scope of the Laws

The Laws are designed to define correct procedure and to provide an adequate remedy whenever a player accidentally, carelessly or inadvertently disturbs the proper course of the game, or gains an unintentional but nevertheless unfair advantage. An offending player should be ready to graciously accept any penalty set forth in these Laws or any adjustment or decision of an Arbiter.

These Laws do not deal with dishonorable practices where ostracism is the ultimate remedy.

## The Proprieties

The object of the Proprieties is to familiarize players with the customs and etiquette of the game, generally accepted over many years; and to enlighten those who might otherwise fail to appreciate when or how they are improperly conveying information to their partners, or are acting on the basis of improper information.

### 1. General Principles

These Laws cannot cover every situation that might arise, nor can they produce equity in every situation covered. Occasionally the players themselves must redress damage. The guiding principle: the side that commits an irregularity bears an obligation not to gain directly from the infraction<sup>1</sup>.

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<sup>1</sup> For example, South, declarer at 3NT, will have nine tricks available if the club suit — six cards headed by the ace, king and queen in dummy opposite declarer's singleton — divides favorably, and the six missing clubs are in fact split evenly, 3-3, between East and West. However, West, who holds three clubs heading by the jack, shows out on the third round of clubs, revoking. Thus, declarer wins only three club tricks instead of six, for a total of six tricks instead of nine. The established revoke is later discovered, so one penalty trick is transferred after play ends. But declarer is still down two. Here, East-West gained two tricks as a direct consequence of their infraction. The players should adjudicate this result, scoring the deal as 3NT making three. Note that declarer is not given a penalty trick in addition; the object is to restore equity, to restore the result likely to have occurred had the infraction not been committed.

To infringe a Law intentionally is a serious breach of ethics, even if there is a prescribed penalty that one is willing to pay. The offence may be the more serious when no penalty is prescribed.

There is no obligation to draw attention to an inadvertent infraction of Law committed by one's own side. However, a player should not attempt to conceal such an infraction, as by committing a second revoke, concealing a card involved in a revoke or mixing the cards prematurely.

It is proper to warn partner against infringing a Law of the game: for example, against revoking or against calling, leading or playing out of turn.

## **2. Communication Between Partners**

Communication between partners during the auction and play should be effected only by means of the calls and plays themselves, not through the manner in which they are made nor through extraneous remarks and gestures, nor through questions asked of the opponents and explanations given to them. Calls should be made in a uniform tone without special emphasis or inflection and without undue hesitation or haste. Unless a player has an immediate need to know, he should refrain from asking questions about an opponent's call until the auction is over, and if partner is on lead, until partner has led. Plays should be made without emphasis, gesture or mannerism and so far as possible at a uniform rate.

Inadvertently varying the tempo or manner in which a call or play is made does not in itself constitute a violation of propriety, but inferences from such variation may properly be drawn only by an opponent, and at his own risk. It is improper to attempt to mislead an opponent by means of a remark or a gesture, through the haste or hesitancy of a call or play (such as a hesitation with a singleton) or by the manner in which the call or play is made.

Any player may properly attempt to deceive an opponent through a call or play (so long as the deception is not protected by concealed partnership understanding). It is entirely proper to make all calls and plays in unvarying tempo and manner in order to avoid giving information to the opponents.



When a player has available to him improper information from his partner's remark, question, explanation, gesture, mannerism, special emphasis, inflection, haste or hesitation, he should carefully avoid taking any advantage that might accrue to his side.

### **3. Conduct and Etiquette**

A player should maintain at all times a courteous attitude toward his partner and opponents. He should carefully avoid any remark or action that might cause annoyance or embarrassment to another player or might interfere with the enjoyment of the game. Every player should follow uniform and correct procedure in calling and playing, since any departure from correct standards may disrupt the orderly progress of the game.

As a matter of courtesy, a player should refrain from:

- A. paying insufficient attention to the game (as when a player obviously takes no interest in his hand or frequently requests a review of the auction).
- B. making gratuitous comments during the play as to the auction or the adequacy of the contract.
- C. detaching a card from his hand before it is his turn to play.
- D. arranging completed tricks in a disorderly manner, thereby making it difficult to determine the sequence of plays.
- E. making a claim or a concession of tricks if there is any doubt as to the outcome of the deal.
- F. prolonging play unnecessarily for the purpose of disconcerting the other players.

Furthermore, the following are considered breaches of propriety:

- G. using different designations for the same call.
- H. indicating approval or disapproval of a call or play.
- I. indicating the expectation or intention of winning or losing a trick that has not been completed.
- J. commenting or behaving during the auction or play so as to call attention to a significant occurrence, or to the state of the score or to the number of tricks still required for success.
- K. showing an obvious lack of further interest in the

- deal (as by folding one's cards).
- L. looking intently at any other player during the auction or play or at another player's hand as for the purpose of seeing his cards or of observing the place from which he draws a card (but it is not improper to act on information acquired by inadvertently seeing an opponent's card).
  - M. varying the normal tempo of bidding or play for the purpose of disconcerting another player.
  - N. mixing the cards before the result of the deal has been agreed upon.

#### **4. Partnership Agreements**

It is improper to convey information by means of a call or play based on special partnership agreement, whether explicit or implicit, unless such information is fully and freely available to the opponents.

It is not improper for a player to violate an announced partnership agreement, so long as his partner is unaware of the violation (but habitual violations within a partnership may create implicit agreements, which must be disclosed). No player has the obligation to disclose to the opponents that he has violated an announced agreement. If the opponents are subsequently damaged, as through drawing a false inference from such violation, they are not entitled to redress.

When explaining the significance of partner's call or play in reply to an opponent's inquiry, a player should disclose all special information conveyed to him through partnership agreement or partnership experience, but he need not disclose inferences drawn from his general bridge knowledge and experience. It is improper for a player whose partner has given a mistaken explanation to correct the error immediately or to indicate in any manner that a mistake has been made. He must not take advantage of the unauthorized information so obtained.

#### **5. Spectators**

A spectator, including a member of the table not playing, must not display any reaction to bidding or play while a deal is in progress (as by shifting his attention

from one player's hand to another's). He must not in any way disturb a player. During the hand, he must refrain from mannerisms or remarks of any kind (including conversation with a player). He may not call attention to any irregularity or mistake, nor speak on any question of fact or Law except by request of the players.

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## PART I - Definitions

**Arbiter:** An independent person who applies and interprets these laws following an irregularity. He may be appointed at a club where Rubber Bridge is played. See Alternative Club Laws.

**Auction:** 1. The process of determining the contract by means of successive calls. 2. The aggregate of calls made.

**Bid:** A declaration, naming both a level from one to seven and a denomination. The final bid, undoubled, doubled or redoubled, becomes the Contract.

**Call:** Any bid, double, redouble or pass.<sup>2</sup>

**Contract:** The undertaking by declarer's side to win, at the denomination named, at least the number tricks in excess of six specified in the final bid whether undoubled, doubled or redoubled.

**Deal:** 1. The distribution of the deck to form the hands of the four players. 2. The cards so distributed as a unit, including the auction and play thereof.

**Deck:** The 52 playing cards with which the game of Rubber Bridge is played.

**Declarer:** The player who, for the side that makes the final bid, first bid the denomination named in the final bid. He becomes declarer when a legal opening lead is made (see Law 54C when the opening lead is made out of turn).

**Defender:** An opponent of declarer.

**Denomination:** The suit or no-trump specified in a bid.

**Double:** A call over an opponent's bid which, if followed by three passes, would increase the scoring value of fulfilled or defeated contracts (see Law 19).

**Dummy:** 1. Declarer's partner. 2. Declarer's partner's cards, once they are spread on the table after the opening lead.

**Follow suit:** Play a card of the suit that has been led.

**Game:** A unit in scoring denoting 100 or more trick points scored on one deal, or accumulated over two or more deals (see Laws 72 and 73).

**Grand Slam:** A contract to win 13 tricks.

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<sup>2</sup> Sometimes a call is meant to convey a message other than a willingness to play in the denomination and/or level named or last named.

**Hand:** The cards originally dealt to a player, or the remaining portion thereof.

**Honor:** Any ace, king, queen, jack or ten.

**Honors:** The holding of at least four of the top five trumps or all four aces in a no-trump contract.

**Irregularity:** A deviation from the correct procedures set forth in these Laws.

**LHO:** Left-hand opponent.

**Lead:** The first card played to a trick.

**Opening lead:** The card led to the first trick.

**Opponent:** A player of the other side.

**Overtrick:** Each trick won by declarer's side in excess of the contract.

**Partner:** The player with whom one plays as a side against the other two players.

**Partscore:** 90 or fewer trick points.

**Pass:** A call specifying that a player does not, at that turn, elect to bid, double or redouble.

**Penalty:** Any loss of trick(s) or obligation or restriction imposed for an irregularity as set forth in these Laws.

**Penalty Card:** A card prematurely exposed by a defender, which is either a major or a minor penalty card as specified in Law 50.

**Play:** 1. The contribution of a card from one's hand to a trick, including the first card, which is the lead. 2. The aggregate of plays made. 3. The period during which the cards are played, starting immediately after the final pass.

**RHO:** Right-hand opponent.

**Redeal:** A second or subsequent deal to replace a faulty deal.

**Revoke:** The failure to follow suit or failure to lead or play, when able, a card or suit required by Law or specified by an opponent when exercising a penalty option as set forth in these Laws.

**Redouble:** A call over an opponent's double which, if followed by three passes, would increase the scoring value of fulfilled or defeated contracts (see Law 19).

**Rotation:** The clockwise order in which the right to deal, to call or to play progresses.

**Rubber:** The scoring period that ends when one side has scored two games.

**Side:** Two players who constitute a partnership against the other two players.

**Slam:** A contract to win 12 tricks (called small slam) or 13 tricks (called grand slam).

**Suit:** One of four groups of cards in the deck, each group comprising 13 cards and having a characteristic symbol: spades (♠), hearts (♥), diamonds (♦), clubs (♣).

**Trick:** The unit by which the outcome of the contract is determined, regularly consisting of four cards, one contributed by each player in rotation, beginning with the lead.

**Trump:** Each card of the suit, if any, named in the contract.

**Undertrick:** Each trick by which declarer's side falls short of fulfilling the contract.

**Vulnerable:** The status of a side that has won a game and is therefore exposed to greater undertrick penalties and entitled to greater premium scores as described in Law 81.

## PART II – Preliminaries

### Law 1 – The Players – The Deck

Rubber Bridge is played by four players with a deck of 52 cards of identical back design and color, consisting of 13 cards in each of four suits. Two decks should be used, of which only one is in play at any time, and each deck should be clearly distinguishable from the other in back design or color.

### Law 2 – Rank of Cards

The suits rank downward in the order spades (♠), hearts (♥), diamonds (♦), clubs (♣). The cards of each suit rank in descending order: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

### Law 3 – The Draw

Before every rubber, each player draws a card from a deck shuffled and spread face down on the table. A card should not be exposed until all the players have drawn.

Unless it is otherwise agreed, the two players who draw the highest cards play as partners against the other two players. When cards of the same rank are drawn, the rank of suit determines which is higher.

The player with the highest card deals first and has the right to choose his seat and the deck with which he will deal. He may consult his partner, but having announced his decision must abide by it. His partner sits opposite him. The opponents then occupy the two remaining seats as they wish, and having made their selection must abide by it.

A player must draw again if he draws more than one card, or one of the four cards at either end of the deck, or a card adjoining one drawn by another player, or a card from the other deck.

## **PART III - The Deal**

### **Law 4 - The Shuffle**

Before the first deal of a rubber, the player to the dealer's left should shuffle the deck thoroughly<sup>3</sup>, without exposing the face of any card, in full view of the players and to their satisfaction. Thereafter, as each player deals, the dealer's partner shuffles the other deck for the next deal and places the deck face down on his right.

A deck properly prepared should not be disturbed until the dealer picks it up for his deal, at which time he is entitled to the final shuffle.

No player other than the dealer and the player designated to prepare the deck may shuffle.

### **Law 5 - The Cut**

The deck must be cut immediately before it is dealt. The dealer presents the deck to his RHO, who lifts off a portion and places it on the table toward the dealer. Each portion must contain at least four cards. The dealer completes the cut by placing what was originally the bottom portion upon the other portion.

No player other than the dealer's RHO may cut the deck.

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<sup>3</sup> It is recommended that the deck be shuffled at least five times.

## **Law 6 – New Cut – New Shuffle**

There must be a new cut if any player demands one before the first card is dealt. In this case, the dealer's RHO cuts again.

There must be a new shuffle, followed by a cut: if any player demands one before the dealer has picked up the deck for his deal. In this case, the player designated to prepare the deck shuffles again.

- A. if any player demands one after the dealer has picked up the deck but before the first card is dealt. In this case, only the dealer shuffles.
- B. if a card is turned face up in shuffling. In this case, the player who was shuffling shuffles again.
- C. if a card is turned face up in cutting. In this case, only the dealer shuffles.
- D. if there is a redeal.<sup>4</sup>

## **Law 7 – Change of Deck**

The two decks are used alternately, unless there is a redeal.<sup>4</sup>

A deck containing a card so damaged or marked that it may be identified from its back must be replaced<sup>5</sup> if attention is drawn to the imperfection before the last card of the current deal has been dealt.

A deck originally belonging to a side must be restored on demand of any player before the last card of the current deal has been dealt.<sup>5</sup>

## **Law 8 – The Deal**

The dealer distributes the cards face down, one at a time in rotation into four separate hands of 13 cards each, the first card to the player on his left and the last card to himself. If he deals two cards simultaneously or consecutively to the same player, or fails to deal a card to a player, he may rectify the error, provided he does so immediately and to the satisfaction of the other players.<sup>4</sup>

The dealer must not allow the face of any card to be seen while he is dealing.<sup>4</sup>

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<sup>4</sup> See Law 10.

<sup>5</sup> See Law 8.

Players should not look at the face of any card until the deal is completed. A player who violates this provision forfeits those rights to a change of deck (Law 7) or redeal (Law 10).

### **Law 9 – Rotation of the Turn to Deal**

The turn to deal passes in rotation unless there is a redeal.

If a player deals out of turn, and attention is not drawn to the error before the last card has been dealt, the deal stands as though it had been in turn. The player who dealt the cards is the dealer (he makes the first call). The player who missed his turn to deal has no redress and the rotation continues as though the deal had been in turn, unless a redeal is required under Law 10, in which case the deal reverts back to the correct player.

### **Law 10 – Redeal**

A redeal cancels the faulty deal; the same dealer deals again unless he was dealing out of turn (see Law 9); the same deck is used, unless it has been replaced as provided in Law 7, and the cards are shuffled and cut anew as provided in Laws 4 and 5.

There must be a redeal:

- A. if, before the last card has been dealt, it is discovered that
  - 1. a card has been turned face up in dealing or is face up in the deck or elsewhere (see Law 8), or
  - 2. the cards have not been dealt correctly (see Law 8), or
  - 3. a player is dealing out of turn (see Law 9) or is dealing with a deck that was not shuffled or not cut (see Law 8).
- B. if, before the first call has been made, it is discovered that a player has picked up another player's hand and has seen a card in it.
- C. if, before play has been completed, it is discovered that
  - 1. the deck did not conform in every respect to the requirements of Law 1, including any case in which a missing card cannot be found after due search, or
  - 2. one player has picked up too many cards, another too few, or

3. two or more players on opposing sides have allowed any cards from their hands to be mixed together.

### **Law 11 - Missing Card**

When a player has too few cards and a redeal is not required by Law 10C, the deal stands as correct, and:

- A. if he has played more than one card to a previous trick, Law 67 applies.
- B. if a missing card is found elsewhere, not in a previous trick, that card is deemed to have belonged continuously to the deficient hand and must be restored to that hand; it may become a penalty card, as provided in Law 23 or Law 49, and failure to have played it may constitute a revoke.

### **Law 12 - Surplus Card**

When a player has too many cards and a redeal is not required by Law 10C, the deal stands as correct, and:

- A. if the offender has omitted to play to a trick, Law 67 applies.
- B. if the offender has picked up a surplus card from a previous trick, or from dummy, or from the other deck, or elsewhere, such surplus card shall be restored to its proper place, and
  1. if the surplus card is in the offender's hand when it is discovered, there is no penalty.
  2. if the surplus card has been led or played, or had been played to a previous trick, the offender must substitute for it a card from his hand that he can legally play to the trick, and, if possible, a card of the same suit as the surplus card. The offending side may not thereby win a trick it had lost, but it may lose a trick it had won. When attention is drawn to the offence before the lead to the next trick, both members of the non-offending side may, without penalty, withdraw a play made subsequent to the offence and substitute any legal play.

# **PART IV – General Laws Governing Irregularities**

## **Law 13 – Procedure Following an Irregularity**

[Club Law 13 on page 45](#)

When an irregularity has occurred, any player — except dummy as specified in Law 42 and Law 43 — may draw attention to it and give or obtain information as to the Law applicable to it. The fact that a player draws attention to an irregularity committed by his side does not affect the rights of the opponents.

After attention has been drawn to an irregularity, no player should call or play until all questions in regard to the assessment of a penalty have been determined. Premature correction of an irregularity on the part of the offender may subject him to further penalty (see Law 26).

## **Law 14 – Assessment of a Penalty**

[Club Law 14 on page 45](#)

A penalty may not be imposed until the nature of the irregularity to be penalized has been determined and the applicable penalty has been clearly stated, but a penalty once paid, or any decision agreed and acted upon by the players, stands and should not, except by agreement of all four players, be corrected even though at some later time it is judged incorrect.

## **Law 15 – Waiver or Forfeiture of a Penalty**

The right to penalize an offence is forfeited if:

- A. both members of the non-offending side waive the penalty;
- B. a member of the non-offending side calls (Law 34) or plays (Law 60) after an irregularity committed by his RHO.

## **Law 16 – Unauthorized Information**

[Club Law 16 on page 45](#)

A player may be subject to penalty if information is conveyed from his partner other than by a legal call or play.

- A. Regarding information obtained from partner: If a



player conveys information to his partner by means of a remark, question, unmistakable hesitation or unwonted speed, special emphasis, tone, gesture, movement, mannerism or any other action that suggests a call, lead or plan of play, is unauthorized. When the offending side has profited by use of this unauthorized information, it should, in conformance with Proprieties 1, redress any damage done to the non-offending side.

B. In addition, other forms of unauthorized information are:

1. Withdrawn calls or plays as specified in the Laws, where
  - a. for the non-offending side, all information arising from a withdrawn action is authorized, and
2. for the offending side, information arising from its own withdrawn action and from subsequent withdrawn actions of the non-offending side is unauthorized.

Penalty Cards (see Law 50), where knowledge of the sight of the penalty card is unauthorized for the partner of the player who has the penalty card. It is authorized information for the declarer.

A player on the offending side must not base any subsequent calls or plays on such unauthorized information. If it is determined that this has been violated and the non-offending side has been damaged, the result should be adjusted to redress any damage done to the non-offending side.

## **PART V - The Auction**

### **Correct Procedure**

#### **Law 17 - Duration of the Auction**

The auction begins when the last card of a correct deal has been placed on the table. The dealer makes the first call, and thereafter each player calls in rotation. When three passes in rotation have followed any call, the auction is closed, unless Law 34 applies.

## **Law 18 – Bids**

Each bid<sup>6</sup> names both a level, from one to seven, and a denomination. A bid supersedes the previous bid if it names either a greater level or the same level in a higher denomination. A bid that fulfills these requirements is sufficient; one that does not is insufficient. The denominations rank in descending order are, no-trump, spades, hearts, diamonds, and clubs.

Methods other than verbal bidding, e.g., Bidding Boxes.

## **Law 19 – Doubles and Redoubles**

A player may double only the last preceding bid, and then only if it was made by an opponent and no calls other than pass have intervened.

A player may redouble only the last preceding double, and then only if it was made by an opponent and no calls other than pass have intervened.

A player should not, in doubling or redoubling, state the number of tricks or the denomination, but if he states either or both incorrectly, he is deemed to have doubled or redoubled the bid as it was made. The only correct form is the single word “Double” or “Redouble.”

All doubles and redoubles are superseded by a subsequent legal bid. If there is no subsequent bid, scoring values are increased as provided in Law 81.

## **Law 20 – Review and Explanation**

A player may forthwith require that a call be repeated. At his own turn to call during the auction, a player (unless required by Law to pass) may require a restatement of the auction in its entirety. A player may not ask for a partial restatement and may not halt the restatement before it is complete.

After the final pass, declarer, before making any play, or either defender, at his first turn to play, may require a restatement of the auction in its entirety.

A request to have calls restated should be responded to only by an opponent (dummy or a player required by Law to pass may so respond). All players, including dum-

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<sup>6</sup> Pass, double and redouble are calls, not bids.

my, should promptly correct errors in restatement.

A player may require an explanation of the partnership understanding relating to any call made by an opponent, but only at the player's own turn to call or play. A request for an explanation of a call should be responded to by the partner of the player making the call (see Proprieties 4).

## **Law 21 – Call Based on Misinformation**

[Club Law 21 on page 46](#)

A player has no recourse if he has made a call on the basis of his own misunderstanding.

Until the auction is closed, a player may, without penalty, change any call he may have made as a result of misinformation given him by an opponent, provided his partner has not subsequently called. If he elects to correct his call, his LHO may then, in turn and without penalty, change any subsequent call he may have made.

If it is too late to change a call, and it is determined at the end of play that the offending side has gained advantage from the irregularity, an adjusted score should be determined.

## **Law 22 – Procedure After the Auction Is Closed**

After the auction is closed:

- A. if no player has bid, the hands are abandoned and the turn to deal passes in rotation.
- B. if any player has bid, the final bid becomes the contract and play begins.

## **Irregularities**

### **Law 23 – Awareness of Potential Damage**

[Club Law 23 on page 46](#)

When a penalty for an offense under the Law compels the offender's partner to pass, as for example, for an exposed card, a change of call, an insufficient bid, a call out of rotation or an inadmissible call, and the offender could have known at the time of his infraction that the enforced pass would be likely to damage the non-offending side, the offenders should redress the damage in accordance with Proprieties 1.

## **Law 24 - Card Exposed or Led During the Auction**

Whenever during the auction a player faces a card on the table or holds a card so that it is possible for his partner to see its face, every such card must be left face up on the table until the auction closes, and (penalty) if the offender subsequently becomes a defender, every such card is a penalty card (Law 50) and Law 16B2 may apply. In addition:

- A. if it is a single card below the rank of an honor and not prematurely led, there is no further penalty.
- B. if it is a single card of honor rank or any card prematurely led or if more than one card is so exposed, (penalty) the offender's partner must pass when next it is his turn to call. Law 23 may apply.

## **Law 25 - Legal and Illegal Changes of Call**

[Club Law 25 on page 46](#)

A player may substitute his intended call for an unintended call, but only if he does so, or attempts to do so, without pause for thought. If legal, his last call stands without penalty; if illegal, it is subject to the applicable Law.

When a call is substituted for a call made previously at the same turn, and it is too late for Law 25A, then: if the first call was illegal, the substitute call is cancelled and the offender is subject to the applicable Laws. if the first call was legal, the offender must either: allow his first call to stand, and (penalty) his partner must pass when next it is his turn to call, or make any other legal call, and (penalty) his partner must pass whenever it is his turn to call.

Laws 16B1 may apply. The offender's partner will also be subject to a lead penalty as provided in Law 26, if he becomes a defender. Law 23 may apply to B1 and B2.

## **Law 26 - Change of Call — Lead Penalties**

When a player makes a call and subsequently changes it to another legal call (except as permitted under Law 24 and Law 27), Law 16B1 may apply and if he becomes a defender:

- A. if the changed call was in a suit, and the substituted

call did not repeat that suit, declarer may<sup>7</sup> either require the offender's partner to lead, or prohibit him from leading, such suit when first the offender's partner has the lead (including the opening lead). A prohibition continues for as long as offender's partner retains the lead. When the irregular call artificially relates to a denomination other than the one actually named, "such suit" is the suit or suits to which the call relates.

- B. if the changed call was
1. in no-trump and the player's (or the offender's) final call at that turn was not, or
  2. pass, double or redouble, other than an out-of-rotation call repeated in turn in accordance with Law 30A or Law 32B1, declarer may<sup>8</sup> prohibit offender's partner from leading any one specified suit when first the offender's partner has the lead (including the opening lead). This prohibition continues as long as offender's partner retains the lead.

## **Law 27 - Insufficient Bid**

[Club Law 27 on page 47](#)

Any insufficient bid may be accepted (treated as legal) at the option of offender's LHO and is accepted if that opponent calls.

An insufficient bid made in rotation must be corrected by the substitution of either a sufficient bid (not a double or double) or a pass<sup>9</sup>, unless the irregular bid is accepted. Law 16B1 may apply.

If the call substituted is:

- A. the lowest sufficient bid in the same denomination, and if the insufficient bid and sufficient bid are both not artificial, the auction proceeds as though the ir-

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<sup>7</sup> Declarer makes the decision at the time that offender's partner first has the lead.

<sup>8</sup> Declarer makes the decision at the time that offender's partner first has the lead.

<sup>9</sup> The offender is entitled to select his final call at that turn after the applicable penalties have been stated, and any call he has previously attempted to substitute is canceled, but the lead penalties of Law 26 will apply if he becomes a defender.

regularity had not occurred.<sup>10</sup>

- B. if except as in A. above, the insufficient bid is corrected with a legal call that has the same meaning as or a more precise meaning than the insufficient bid, the auction proceeds without penalty. If it is found at the end of play that the replaced bid did not conform to the regulation and/or the non-offending side was damaged, there should be redress under Proprieties 1. [an example, 1C-1S-1H, if 1H is replaced by Double (negative), then the bidding proceeds without penalty]
- C. any other sufficient bid or pass, (penalty) the offender's partner must pass whenever it is his turn to call (Law 23 may apply), and the lead penalties of Law 26 may apply if he becomes a defender.
- D. except as permitted in B. above, if the offender attempts to substitute a double or redouble it is cancelled; he must pass at that turn, and the offence is subject to the penalty provided in 27C.
- E. if a player makes an insufficient bid out of rotation, Law 31 applies.

## Call Out of Rotation

### Law 28 – Calls Considered to be in Rotation

A call is considered to be in rotation:

- A. when it is made without waiting for the RHO to pass, if that opponent is required by Law to pass.
- B. when it is made by the player whose turn it was to call, before a penalty has been imposed for a call out of rotation by an opponent. It waives any penalty for the call out of rotation, and the auction proceeds as though that opponent had not called at that turn.

### Law 29 – Procedure After a Call Out of Rotation

[Club Law 29 on page 47](#)

After a call out of rotation, offender's LHO<sup>11</sup> either:

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<sup>10</sup> Offender's partner must not base any subsequent calls or plays on information gained from such a withdrawn bid.

<sup>11</sup> He alone exercises the option, although any player may draw attention to the irregularity.

A. makes any legal call. If he chooses to do so, the call out of rotation stands as if it were legal (but if it is an inadmissible call, see Law 35), and the auction proceeds without penalty, or

B. requires that the call out of rotation be cancelled. The auction reverts to the player whose turn it was to call. The offender may make any legal call in proper turn subject to Laws 30, 31 and 32.

Information arising from withdrawn calls out of rotation and from subsequent withdrawn actions of the non-offending side is unauthorized information for the offending side and authorized information for the non-offending side, and Law 16B1 applies.

### **Law 30 - Pass Out of Rotation**

Club Law 30 on page 47

When a player has passed out of rotation:

A. before any player has bid or when it was the turn of his RHO<sup>12</sup> to call, (penalty) the offender must pass when next it is his turn to call. Law 16B1 may apply.

B. after any player has bid and when it was the turn of the offender's partner to call, (penalty) the offender must pass whenever it is his turn to call. The offender's partner may make a sufficient bid or may pass, but may not double or redouble at that turn. Law 16B1 may apply.

### **Law 31 - Bid Out of Rotation**

Club Law 31 on page 47

When a player has bid out of rotation:

A. at the turn of offender's partner to call or before any player has called when offender's LHO was the dealer, (penalty) the offender's partner must pass whenever it is his turn to call (Law 23 may apply), and the lead penalties of Law 26 will apply if he becomes a defender.

B. at the turn of the offender's RHO<sup>13</sup> to call,

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<sup>12</sup> After any player has bid, a call at the turn of offender's LHO is a change of call; Law 25 applies and not this section.

<sup>13</sup> After any player has bid, a call at the turn of offender's LHO is a change of call; Law 25 applies and not this section.

1. if RHO passes, the bid out of rotation must be repeated, and there is no penalty (if the bid out of rotation was insufficient, it must be corrected as provided in Law 27).
2. if RHO makes a legal<sup>14</sup> bid, double or redouble, the offender may in turn make any legal call. If such call repeats the denomination of the bid out of rotation, (penalty) the offender's partner must pass when next it is his turn to call (Law 23 may apply). If the substituted call does not repeat the denomination, (penalty) the offender's partner must pass whenever it is his turn to call (Law 23 may apply), and the lead penalties of Law 26 will apply if he becomes a defender, and Law 16B1 may apply.

### **Law 32 - Double or Redouble Out of Rotation**

Club Law 32 on page 47

When a player has doubled or redoubled out of rotation:

- A. if it was the offender's partner's turn to call, (penalty) the offender's partner must pass whenever it is his turn to call (Law 23 may apply). The offender may not thereafter, in turn, double or redouble the same bid he doubled out of turn, and the lead penalties of Law 26B will apply if he becomes a defender. Law 16B1 may apply.
- B. if it was the turn of offender's RHO<sup>15</sup> to call,
  1. if offender's RHO passes, the double or redouble out of rotation must be repeated and there is no penalty.
  2. if offender's RHO bids, the offender may in turn make any legal call, and (penalty) the offender's partner must pass when next it is his turn to call (Law 23 may apply), and the lead penalties of Law 26B will apply if he becomes a defender. Law 16B1 may apply.

### **Law 33 - Simultaneous Calls**

A call made simultaneously with one made by the player

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<sup>14</sup> An illegal call by that opponent may be penalized in the usual way, after which this subsection, B2, applies.

<sup>15</sup> After any player has called, a call at offender's LHO's turn is a change of call; Law 25 applies and not this section.



whose turn it was to call is deemed to be a subsequent call.

### **Law 34 - Retention of the Right to Call**

When a call has been followed by three passes, the auction does not end when one of those passes was out of rotation, thereby depriving a player of his right to call at that turn. The auction reverts to the player who missed his turn. All subsequent passes are cancelled and the auction proceeds as though there had been no irregularity.

## **Inadmissible Calls**

### **Law 35 - Inadmissible Call Condoned**

When, after an inadmissible call specified below, offender's LHO makes a call before a penalty has been assessed, there is no penalty for the offence (the lead penalties of Law 26 do not apply). If the inadmissible call was:

- A. a double or redouble not permitted by Law 19, that call and all subsequent calls are cancelled. The auction reverts to the player whose turn it is to call and proceeds as though there had been no irregularity. Law 36 applies.
- B. a bid, double or redouble by a player required by Law to pass, that call and subsequent legal calls stand, but if the offender was required to pass for the remainder of the auction, he must still pass at subsequent turns. Law 37 applies.
- C. a bid of more than seven, that call and all subsequent calls are cancelled. The offender must substitute a pass, and the auction proceeds as though there had been no irregularity. Law 38 applies.
- D. a call after the auction is closed, that call and all subsequent calls are cancelled. Law 39 applies.

### **Law 36 - Inadmissible Double or Redouble**

[Club Law 36 on page 47](#)

Any double or redouble not permitted by Law 19 is cancelled. The offender must substitute a legal call, and (penalty) the offender's partner must pass whenever it is his turn to call (Law 23 may apply), and the lead penalties of Law 26B will apply if he becomes a defender.

Law 16B1 may apply.

If offender's LHO calls before the correction of an inadmissible double or redouble the inadmissible call and all subsequent calls are cancelled. The auction reverts to the player whose turn it was to call and proceeds as though there had been no irregularity. The lead restrictions of Law 26 do not apply.

### **Law 37 – Bid, Double or Redouble in Violation of the Obligation to Pass**

[Club Law 37 on page 47](#)

A bid, double or redouble by a player who is required by Law to pass is cancelled, and (penalty) both members of the offending side must pass during the remainder of the auction (Law 23 may apply), and the lead penalties of Law 26 will apply if they become defenders.

### **Law 38 – Bid of More than Seven**

[Club Law 38 on page 47](#)

No contract of more than seven is ever permissible. A bid of more than seven by any player is cancelled, and (penalty) both members of the offending side must pass during the remainder of the auction (Law 23 may apply), and the lead penalties of Law 26 will apply if they become defenders.

### **Law 39 – Call After the Auction is Closed**

A call after the auction is closed is cancelled, and:

- A. if it is a pass by a defender or any call by declarer or dummy, there is no penalty.
- B. if it is a bid, double or redouble by a defender, the lead penalties of Law 26 may apply.

### **Law 40 – Partnership Agreements**

[Club Law 40 on page 47](#)

A player may make any call or play (including an intentionally misleading call — such as a psychic bid — or a call or play that departs from commonly accepted or previously announced practice) without prior announcement, provided that it is not based on a partnership understanding. But a player may not make use of a bidding

or play agreement unless:

- A. his side has disclosed its use of such a call or play beforehand, or
- B. it has been agreed beforehand that the use of partnership understandings be disclosed at the time they are used. His partner must then disclose it. In this case, partner's disclosure must be confined to an indication that a partnership understanding has been used; he should not offer any explanation unless requested to do so. By agreement, restrictions may be placed on the use of special partnership understandings.

## **PART VI - The Play**

### **Correct Procedure**

#### **Law 41 - Opening Lead, Review, Questions**

After the auction closes<sup>16</sup>, presumed (see Law 54C) declarer's LHO makes the opening lead. After the opening lead, dummy spreads his hand in front of him on the table, face up, sorted into suits, the cards in order of rank in columns pointing lengthwise toward declarer, with trumps, if any, to dummy's right. Declarer plays both his hand and that of dummy.

Declarer, before making any play, or either defender, at his first turn to play, may require a restatement of the auction in its entirety.

After it is too late to have previous calls restated, declarer or either defender is entitled to be informed what the contract is and whether, but not by whom, it was doubled or redoubled.

Either defender may require an explanation of the partnership understanding relating to any call made by an opponent (see Proprieties 4), but only at that defender's own turn to play. Declarer may at any time require an explanation of the partnership understanding relating to any call or play made by a defender.

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<sup>16</sup> After the final pass, either defender has the right to ask if it is his opening lead.

## **Law 42 - Dummy's Rights**

Dummy is entitled to give information as to fact or Law but may not initiate the discussion, and provided he has not forfeited his rights (see Law 43), he may also:

- A. ask declarer (but not a defender), when he has failed to follow suit, whether he has a card of the suit led.
- B. try to prevent any irregularity<sup>17</sup> by declarer.
- C. draw attention to any irregularity, but only after play is concluded.

## **Law 43 - Dummy's Limitations**

Dummy may not participate in the play (except to play the cards of dummy's hand as directed by declarer) or make any comment on the bidding, play or score of the current deal. If he does so, Law 16A may apply. During play dummy may not call attention to an irregularity once it has occurred.

Dummy forfeits the rights provided in Law 42 if he exchanges hands with declarer, leaves his seat to watch declarer play or, on his own initiative, looks at the face of a card in either defender's hand. If, thereafter:

- A. he is the first to draw attention to a defender's irregularity, declarer may not enforce any penalty for the offence.
- B. he warns declarer not to lead from the wrong hand, (penalty) either defender may choose the hand from which declarer shall lead.
- C. he is the first to ask declarer if a play from declarer's hand constitutes a revoke, declarer must substitute a correct card if his play was a revoke, and (penalty) unless Law 64D applies, one trick is transferred to the defending side.

## **Law 44 - Sequence and Procedure of Play**

The player who leads to a trick may play any card in his hand.<sup>18</sup> After the lead, each other player in turn plays a card, and the four cards so played constitute a trick.

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<sup>17</sup> He may, for example, warn declarer against leading from the wrong hand.

<sup>18</sup> Unless he is subject to restriction after an irregularity committed by his side.

In playing to a trick, each player must follow suit if possible. This obligation takes precedence over all other requirements of these Laws. If unable to follow suit, a player may play any card.<sup>18</sup>

A trick containing a trump is won by the player who has contributed to it the highest trump. A trick that does not contain a trump is won by the player who has contributed to it the highest card of the suit led. The player who has won the trick leads to the next trick.

### **Law 45 - Card Played**

Each player except dummy should play a card by detaching it from his hand and placing it face up on the table, where other players can easily reach and see it. Dummy, if instructed by declarer to do so, may play from his hand a card named or designated by declarer

A card must be played:

- A. if it is a defender's card held so that it is possible for his partner to see its face.
- B. if it is a card from declarer's hand that declarer holds face up, touching or nearly touching the table, or maintains in such a position as to indicate that it has been played.
- C. if it is a card in dummy deliberately touched by declarer except for the purpose of arranging dummy's cards or of reaching a card above or below the card or cards touched.
- D. if the player who holds the card names or otherwise designates it as the card he proposes to play. A player may, without penalty, change an inadvertent designation if he does so without pause for thought, but if an opponent has, in turn played a card that was legal before the change of designation, that opponent may, without penalty, withdraw any card so played and substitute another.
- E. if it is a penalty card, subject to Law 50.

A card may not be withdrawn except as provided in Law 47.

## **Law 46 – Partial Designation of a Card to be Played from Dummy**

When declarer instructs dummy to play a card from dummy's hand, as permitted by Law 45, but names only a suit or only the rank of the card, or the equivalent, without fully specifying the card to be played, declarer must complete his partial designation. Dummy must not play a card before declarer has completed his partial designation.

If dummy places in the played position a card that declarer did not name, the card must be withdrawn if attention is drawn to it before each side has played to the next trick, and the defender may withdraw and return to his hand a card played after the error but before attention was drawn to it. If declarer's RHO changes his play, declarer may withdraw a card he had subsequently played to that trick.

## **Law 47 – Retraction of a Card Played**

[Club Law 47 on page 47](#)

A card once played may be withdrawn only:

- A. to comply with a penalty, or to correct an illegal play or to correct the simultaneous play of two or more cards (see Law 58); if a defender's card that has been exposed is withdrawn under this sub-section, it becomes a penalty card (see Law 50), or
- B. after a change of designation as permitted by Law 45D, or
- C. after an opponent's change of play, to substitute a card for one played<sup>19</sup>, or
- D. to correct a play after misinformation by an opponent. A lead out of turn may be retracted without penalty if the leader was mistakenly informed by an opponent that it was his turn to lead.

## **Penalty Card**

### **Law 48 – Exposure of Declarer's Cards**

Declarer is not subject to penalty for exposing a card, and no card of declarer's or dummy's ever becomes a penalty card. Declarer is not required to play any card

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<sup>19</sup> The offending side must not base any subsequent plays on information gained from such a withdrawn play.

dropped accidentally.

When declarer faces his cards after an opening lead out of turn, Law 54 applies. When declarer faces his cards at any other time, he may be deemed to have made a claim or concession of tricks, in which case Law 68 applies.

### **Law 49 - Exposure of a Defender's Cards**

Whenever a defender faces a card on the table, holds a card so that it is possible for his partner to see its face or names a card as being in his hand before he is entitled to do so in the normal course of play or application of the Law, (penalty) each such card becomes a penalty card (Law 50).<sup>20</sup>

### **Law 50 - Disposition of a Penalty Card**

A defender's card is a penalty card when prematurely exposed. It must be left face up on the table until it is played or until an alternate penalty has been selected. Law 16B2 may apply.

A single card below the rank of an honor and exposed inadvertently (as in playing two cards to a trick or in dropping a card accidentally) becomes a minor penalty card. Any penalty card of honor rank or any card exposed through deliberate play (as in leading out of turn or in revoking and then correcting) becomes a major penalty card; when one defender has two or more penalty cards, all such cards become major penalty cards.

When a defender has a minor penalty card, he may not play any other card of the same suit below the rank of an honor until he has first played the penalty card. (However, he is entitled to play an honor card instead of the minor penalty card.) There is no further penalty, but the offender's partner must not base any subsequent play on information gained through seeing the penalty card.

When a defender has a major penalty card, such card must be played at the first legal opportunity, whether in leading, following suit, discarding or trumping. If a defender has two or more penalty cards that can legally be played, declarer may designate which is to be played.

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<sup>20</sup>Exposure of a card or cards by a defender who is making a claim or concession of tricks is subject to Law 70.

The obligation to follow suit or to comply with a lead or play penalty takes precedence over the obligation to play a penalty card, but the penalty card must still be left face up on the table and played at the next legal opportunity.

When a defender has the lead while his partner has a major penalty card, declarer may choose to impose a lead penalty at this point; he may require that defender to lead the suit of the penalty card or may prohibit that defender from leading that suit (a prohibition continues for as long as he retains the leads). If declarer does impose a lead penalty, the penalty card is picked up at once. If declarer does not, the defender may lead any card, but the penalty card remains a penalty card. The defender may not lead until declarer has indicated his choice.

### **Law 51 – Two or More Penalty Cards**

When a defender has two or more penalty cards in one suit, and declarer requires<sup>21</sup> or prohibits the lead of that suit, the defender may pick up every penalty card in that suit and may make any legal play to the trick.

When a defender has penalty cards in more than one suit, declarer may prohibit the defender's partner from leading every such suit or require<sup>22</sup> him to lead one such suit, and the defender then picks up every penalty card in the suit required or the suit(s) prohibited by declarer and may make any legal play to the trick.

### **Law 52 – Failure to Lead or Play a Penalty Card**

When a defender is required by Law 50 to play a penalty card but instead plays another card, he must leave the illegally played card face up on the table and:

- A. declarer may accept the defender's lead or play and must do so if he has thereafter played from his or dummy's hand, and the unplayed penalty card remains a penalty card, or
- B. declarer may require the defender to substitute the penalty card for the card illegally played, in which case the illegally played card becomes a major penalty card.

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<sup>21</sup> If a player is unable to lead as required, see Law 59.



## Lead Out of Turn

### Law 53 – Lead Out of Turn Accepted

Any lead out of turn, other than at trick 13, may be treated by an opponent as a correct lead. It becomes a correct lead if an either opponent, without consultation, accepts it by making a statement to that effect or if that opponent next to play plays a card to the lead out of turn.<sup>22</sup>

However, the player whose turn it was to lead — unless he is the offender's partner — may make his proper lead subsequent to the infraction without his card being treated as played to the lead out of turn. The proper lead stands, and all cards played in error to this trick are withdrawn, subject to Law 16.

### Law 54 – Opening Lead Out of Turn

When a defender makes the opening lead out of turn:

- A. declarer may accept the irregular lead as provided in Law 53. Dummy's hand is spread in accordance with Law 41, and the second card to the trick is played from declarer's hand, but if declarer first plays to the trick from dummy's hand, dummy's card may not be withdrawn except to correct a revoke.
- B. declarer must accept the irregular lead if he could have seen any of dummy's cards (except cards exposed during the auction, subject to Law 24). He is deemed to have accepted the lead out of turn if he begins to spread his hand as though he were dummy and in so doing exposes one or more cards; declarer must spread his entire hand, and dummy becomes declarer.<sup>23</sup>
- C. declarer may accept the irregular lead by spreading his hand and becoming dummy; his partner becomes the declarer.

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<sup>22</sup> When such a play is made by a defender who is not next to play after the irregular lead, Law 57 applies. A lead out of turn at trick 13 cannot be accepted and the play reverts back to the proper leader.

<sup>23</sup> If cards are so exposed from both declarer's and dummy's hands, the player who was regularly to become declarer remains declarer.

- D. declarer may require the defender to retract his irregular lead (except as provided in B. above), and then Law 56 applies.

### **Law 55 – Declarer’s Lead Out of Turn**

[Club Law 55 on page 47](#)

When declarer leads out of turn from his or dummy’s hand:

- A. either defender, without consultation, may accept that lead as provided in Law 53, or
- B. either defender, without consultation, may require declarer to retract that lead. Then,
1. if it was a defender’s turn to lead, declarer restores the card led in error to his or dummy’s hand without penalty.
  2. if declarer has led from the wrong hand when it was his turn to lead from his or dummy’s hand, he withdraws the card led in error and he must lead a card from the correct hand.

If declarer adopts a line of play that could have been based on information obtained through his infraction, the offenders should adjust the score to redress the damage.

### **Law 56 – Defender’s Lead Out of Turn**

When a defender leads out of turn:

- A. declarer may accept that lead as provided in Law 53.
- B. declarer may require the defender to retract that lead; the card illegally led becomes a major penalty card (see Law 50 — note that lead penalties are provided).

## **Irregular Leads and Plays**

### **Law 57 – Premature Lead or Play by a Defender**

When a defender leads to the next trick before his partner has played to the current trick or plays out of turn before his partner has played, (penalty) declarer may:

- A. require offender’s partner to play his highest card of the suit led, or
- B. require offender’s partner to play his lowest card of the suit led, or
- C. prohibit offender’s partner from playing any card of one different suit specified by declarer.

Declarer must select one of these options, and if the offender's partner cannot comply with the penalty selected, he may play any card, as provided in Law 59.

When, as a result of the application of the penalty, the offender's partner wins the current trick, he leads to the next trick, and any card led or played out of turn by the other defender becomes a major penalty card (Law 50).

A defender is not subject to penalty for playing before his partner if declarer has played from both hands, but a singleton or one of two or more equal cards in dummy is not considered automatically played unless dummy has played one such card.

### **Law 58 - Simultaneous Leads or Plays**

A lead or play made simultaneously with another player's legal lead or play is deemed to be subsequent to it.

If a defender leads or plays two or more cards simultaneously, and if only one such card is visible, he must play that card; if more than one card is exposed, he must designate the card he proposes to play, and each other card exposed becomes a penalty card (Law 50).

If declarer leads or plays two or more cards simultaneously from either hand, he must designate the card he proposes to play and must restore any other card to the correct hand. If declarer withdraws a visible card and a defender has already played to that card, such defender may, without penalty, withdraw his card and substitute another (see footnote to Law 47).

If the error remains undiscovered until both sides have played to the next trick, Law 67 applies.

### **Law 59 - Inability to Lead or Play as Required**

A player may play any otherwise legal card if he is unable to lead or play as required to comply with a penalty, whether because he holds no card of the required suit, or because he has only cards of a suit he is prohibited from leading or because he is obliged to follow suit.

### **Law 60 - Play After an Illegal Play**

A play by a member of the non-offending side after his RHO has played out of turn and before a penalty has

been imposed forfeits the rights to penalize the offence. The illegal play is treated as though it were in turn (but Law 53 applies to the player whose turn it was). If the offending side had a previous obligation to play a penalty card or to comply with a lead or play penalty, the obligation remains at future turns.

When a defender plays after declarer has been required to retract his lead out of turn from either hand but before declarer has led from the correct hand, the defender's card becomes a penalty card (Law 50).

A play by a member of the offending side before a penalty had been imposed does not affect the rights of the opponents and may itself be subject to penalty.

## **The Revoke**

### **Law 61 - Failure to Follow Suit — Inquiries Concerning a Revoke**

Failure to follow suit in accordance with Law 44 or failure to lead or play, when able, a card or suit required by Law or specified by an opponent in accordance with a penalty constitutes a revoke. Any player may ask a player who has failed to follow suit whether he has a card of the suit led and may demand that an opponent correct his revoke, except that dummy<sup>24</sup> may ask of declarer, but not of a defender. (A claim of revoke does not warrant inspection of quitted tricks, except as permitted in Law 66.)

### **Law 62 - Correction of a Revoke**

A player must correct his revoke if he becomes aware of it before it becomes established (see Law 63). To correct a revoke, the offender withdraws the card he played in revoking and follows suit with any card. A card so withdrawn becomes a major penalty card (Law 50) if it was played from a defender's unfaced hand. The card may be replaced without penalty if it was played from declarer's or dummy's hand<sup>25</sup> or if it was a defender's faced card. Each member of the non-offending side may, without penalty, withdraw any card he may have played after the revoke but before attention

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<sup>24</sup> Unless he has forfeited his rights, as specified by Law 43.

<sup>25</sup> Subject to Law 43. A claim of revoke does not warrant inspection of quitted tricks, except as permitted in Law 67.

was drawn to it (see footnote to Law 47). After a non-offender so withdraws a card, the hand of the offending side next in rotation may withdraw a played card, which becomes a major penalty card if played from a defender's hand.

On the 12th trick, a revoke, even if established, must be corrected if discovered before the cards have been mixed together. If the revoke was committed by a defender before his partner has played to the 12th trick, and if offender's partner holds cards of more than one suit, (penalty) declarer may then require the offender's partner to play to that trick either of the two cards he could legally have played.

### **Law 63 – Establishment of a Revoke**

A revoke becomes established when the offender or his partner leads or plays (whether legally or illegally) to the following trick, or names or otherwise designates a card to be so played or makes a claim or concession of tricks orally or by facing his hand. The revoke may then no longer be corrected (except for a revoke on the 12th trick — see Law 62), and the trick on which the revoke occurred stands as played.

### **Law 64 – Procedure After Establishment of a Revoke**

[Club Law 64 on page 48](#)

When a revoke has become established,

- A. if the offending player<sup>26</sup> won the trick on which the revoke occurred, (penalty) that trick and one of any subsequent tricks won by the offending side are transferred<sup>27</sup> to the non-offending side (if no subsequent trick was won by the offending side, only the revoke trick is transferred).
- B. if the offender's partner won the trick on which the revoke occurred, (penalty) that trick is transferred<sup>28</sup> to the non-offending side.
- C. if the non-offending side won the trick on which the revoke occurred, and if the offending side won any trick after the revoke, (penalty) the first such trick is transferred<sup>27</sup> to the non-offending side.

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<sup>26</sup> If declarer revokes but wins the trick on which the revoke occurred in dummy, 64B applies.

<sup>27</sup> For the scoring of transferred tricks see Law 77.

<sup>28</sup> See Law 78 if calls have been made on a subsequent deal

- D. there is no trick penalty for the established revoke
1. if the offending side did not win either the trick on which the revoke occurred or any subsequent trick, or
  2. if the revoke was a subsequent revoke in the same suit by the same player, or
  3. if the revoke was made in failing to play any card faced on, or belonging to a hand faced on, the table, including a card from dummy's hand, or
  4. if attention was first drawn to the revoke after all players had abandoned their hands and permitted the cards to be mixed together, or
  5. If the revoke was on the 12th trick (see Law 62).

When any established revoke, including one not subject to penalty, causes damage to the non-offending side insufficiently compensated by the Law, the offending side should transfer additional tricks so as to restore equity.

## **Tricks**

### **Law 65 - Collection and Arrangement of Tricks**

The cards constituting each completed trick are collected by a member of the side that won the trick and are then turned face down on the table. Each trick shall be identifiable as such, and all tricks taken by a side shall be arranged in sequence in front of declarer or of one defender, as the case may be, in such a manner that each side can determine the number of tricks it has won and the order in which they were taken.

### **Law 66 - Inspection of Tricks**

Declarer or either defender may, until a member of his side has led or played to the following trick, inspect a trick and inquire what card each player has played to it. Thereafter, until play ceases, quitted tricks may be inspected only to account for a missing or surplus card. After play ceases, the tricks and unplayed cards may be inspected to settle an allegation of a revoke, of honors or of the number of tricks won or lost. If, after an allegation has been made, a player on one side makes verification of the allegation impossible, as by mixing the cards or

merging the tricks, the issue must be decided in favor of the other side.

### **Law 67 – Trick Either Appropriated in Error or Defective**

A trick appropriated by the wrong side must, upon demand, be restored to the side that has in fact won it.<sup>28</sup>

A trick containing more or fewer than four cards is defective. When one player is found, during play, to have fewer or more cards than all of the other players, the previous tricks should be forthwith examined, face down; if a defective trick is discovered, the player with a correspondingly incorrect number of cards is held responsible. The defective trick is inspected face up and

- A. until the responsible player has played to a subsequent trick, the defective trick is rectified as follows:
  1. if the offender has failed to play a card to the defective trick, he adds to that trick a card he can legally play.
  2. if the offender has played more than one card to the defective trick, he withdraws all but one card, leaving a card he can legally play.
  3. the non-offending side may, without penalty, withdraw any cards played after the irregularity and before attention was drawn to it (see footnote to Law 47), but the offending side may not withdraw cards that constitute legal plays, and any cards they withdraw may become penalty cards (Law 50).
- B. after the responsible player has played to a subsequent trick, the ownership of the defective trick cannot be changed and
  1. if the offender has failed to play a card to the defective trick, he forthwith faces and adds a card to that trick, if possible one he could legally have played to it.
  2. if the offender has played more than one card to the defective trick, he withdraws all but one card, leaving the highest card he could legally have played to that trick. A withdrawn card may become a penalty card (Law 50); such a card is deemed to have belonged continuously to the of-

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<sup>28</sup> See Law 78 if calls have been made on a subsequent deal.

fender's hand and failure to have played it to an earlier trick may constitute a revoke.

## Claims and Concessions

### Law 68 – Declarer's Claim or Concession of Tricks

Declarer makes a claim or a concession whenever he announces that he will win or lose one or more of the remaining tricks, or suggests that play be curtailed or faces his hand. Declarer should not make a claim or concession if there is any doubt as to the number of tricks to be won or lost.

### Law 69 – Procedure Following Declarer's Claim or Concession Club Law 69 on page 48

When declarer has made a claim or a concession, play is temporarily suspended and declarer must place and leave his hand face up on the table and forthwith make a comprehensive statement as to his proposed plan of play, including the order in which he will play the remaining cards.

Declarer's claim or concession is allowed, and the deal is scored accordingly if both defenders agree to it. The claim or concession must be allowed if either defender has permitted any of his remaining cards to be mixed with another player's cards; otherwise, if either defender disputes declarer's claim or concession, it is not allowed. Then, play continues.

When his claim or concession is not allowed, declarer must play on, leaving his hand face up on the table. At any time either defender may face his hand for inspection by his partner, and declarer may not impose a penalty for any irregularity committed by a defender whose hand is so faced.

The objective of subsequent play is to achieve a result as equitable as possible to both sides, but any doubtful point must be resolved in favor of the defenders. Declarer may not make any play inconsistent with the statement he may have made at the time of his claim or concession. If he failed to make any appropriate statement at that time, his choice of plays is restricted thereby:

- A. if declarer made no relevant statement, he may not finesse<sup>29</sup> in any suit unless an opponent failed to

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<sup>29</sup> For these purposes, a finesse is a play the success of which



follow in that suit before the claim or concession or would subsequently fail to follow in that suit on any conceivable sequence of plays.

- B. if declarer may have been unaware at the time of his claim or concession that a trump remained in a defender's hand, either defender may require him to draw or not to draw the outstanding trump.
- C. if declarer did not, in his statement, mention an unusual plan of play, he may adopt only a routine line of play.
- D. if declarer's statement did not include the order of play when leading a suit, it may be assumed from the top down unless it is obvious that declarer intended otherwise.

If declarer attempts to make a play prohibited under this Law, either defender may accept the play or, provided neither defender has subsequently played, require declarer to withdraw the card so played and substitute another that conforms to his obligations.

## **Law 70 - Defender's Claim or Concession of Tricks**

[Club Law 70 on page 49](#)

A defender makes a concession when he agrees to declarer's claim or when he announces that he will lose one or more of the remaining tricks. A defender makes a claim when he announces that he will win one or more of the remaining tricks or when he shows any or all of his cards for this purpose. If

- A. the claim pertains only to an uncompleted trick currently in progress, play proceeds normally; cards exposed or otherwise revealed by the defender in making his claim do not become penalty cards, but Law 16 (Unauthorized Information), may apply to a claimer's partner.
- B. the claim pertains to subsequent tricks, play is temporarily suspended; the claimer must place and leave his hand face up on the table and make a comprehensive statement as to his proposed plan of defense. The claim is allowed and the deal scored accordingly if declarer agrees to it. If declarer disputes the claim, the defenders must play on with the claimer's hand

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depends on finding one defender rather than the other with or without a particular card.

face up on the table. Those cards do not become penalty cards. However, declarer may prohibit claimer's partner from making any play that could be suggested to him by seeing the faced cards.

### **Law 71 - Concession Withdrawn**

A concession may be withdrawn

- A. if a player concedes a trick his side has in fact won, or if declarer concedes defeat of a contract he has already fulfilled or if a defender concedes fulfillment of a contract his side has already defeated. (If the score has been entered, see Law 78.)
- B. if a trick that has been conceded cannot be lost by any probable sequence of play of the remaining cards and if attention is drawn to the fact before the cards have been mixed together.
- C. if a defender concedes one or more tricks and his partner immediately objects, but Law 16 may apply.

## **PART VII - The Score**

### **Law 72 - Points Earned**

The result of each deal played is recorded in points, which fall into two classes:

- A. *Trick Points*. Only declarer's side can earn trick points and only by fulfilling the contract. Only the value of tricks named in the contract may be scored as trick points (see Law 81). Trick points mark the progression of the rubber toward its completion.
- B. *Premium Points*. Either side or both sides may earn premium points. Declarer's side earns premium points by winning one or more overtricks, by fulfilling a doubled or redoubled contract, by bidding and making a slam, by holding scorable honors in either of their hands or by winning the final game of a rubber.<sup>30</sup> The defenders earn premium points by defeating the contract (undertrick penalty) or by holding scorable honors in either of their hands. (see Law 81)

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<sup>30</sup> See Law 80 for incomplete rubber.

Each side's premium points are added to its trick points at the conclusion of the rubber.

### **Law 73 - Partscore — Game**

The basic units of trick points are partscore and game. A partscore is recorded for declarer's side whenever declarer fulfills a contract for which the trick points are less than 100 points. Game is won by that side which is the first to have scored 100 or more trick points either in a single deal or by addition of two or more partscores made separately. No partscore made by either side in the course of one game is carried forward into the next game.

### **Law 74 - The Rubber**

A rubber ends when a side has won two games. At the conclusion of the rubber, the winners of two games are credited with a premium score of 500 points if the other side has won a game or with 700 points if the other side has not won a game. The trick points and the premium points scored by each side in the course of the rubber are then added. The side with the larger combined total wins the rubber, and the difference between the two totals represents the margin of victory computed in points.

### **Law 75 - Method of Scoring**

The score of each deal must be recorded, and it is preferable that a member of each side should keep score.

Scores are entered in two adjacent columns separated by a vertical line. Each scorer enters points earned by his side in the left-hand column and points earned by his opponents in the right-hand column.

Each side has a trick-point score and a premium-point score, separated by a horizontal line intersecting the vertical line. All trick-point scores are entered, as they are earned, in descending order below the horizontal line (below the line). All premium-point scores are entered, as they are earned, in ascending order above the horizontal line.

Whenever a game is won, another horizontal line is drawn under all trick-point scores recorded for either side, in order to mark completion of the game. Subse-

quent trick-point scores are entered below that line.

### **Law 76 - Responsibility for the Score**

When the play of a deal is completed, all four players are equally responsible for ascertaining that the number of tricks won by each side is correctly determined and that all scores are promptly and correctly entered.

Honors may be claimed until the next hand has been dealt or the rubber has been completed and scored - whichever comes sooner.

### **Law 77 - Transferred Tricks**

A trick transferred through a revoke penalty is reckoned for all scoring purposes as though it had been won in play by the side to which it had been awarded.<sup>31</sup>

### **Law 78 - Correction of the Score**

When it is acknowledged by a majority of the players that a scoring error was made in recording an agreed-upon result (e.g., failure to enter honors or incorrect computation of score), the error must be corrected if discovered before the net score of the rubber has been agreed to. However, except with the consent of all four players, an erroneous agreement as to the number of tricks won by each side may not be corrected after all players have called on the next deal.

In case of disagreement between two scores kept, the recollection of the majority of the players as to the facts governs.

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<sup>31</sup> Declarer plays in 3♥ and takes eight tricks. A revoke by a defender is found to have been established, with the penalty determined to be two tricks. Two tricks are transferred from the offenders to declarer, who therefore has 10 tricks. Since he bid only 3♥, he scores 90 trick points, which count toward game, and 30 premium points for the overtrick.

## Law 79 - Deals Played with an Incorrect Deck

Scores recorded for deals played with an incorrect deck are not subject to change by reason of the discovery of the imperfection after the cards have been mixed together.





## Law 80 - Incomplete Rubber

When, for any reason, a rubber is not finished, the score is computed as follows: If only one game has been completed, the winners of that game are credited with 300 points; if only one side has a partscore or partscores in a game not completed, that side is credited with 100 points; the trick points and premium points of each side are then added, and the side with the greater number of points wins the difference between the two totals.

## Law 81 - Scoring Table

### TRICK SCORE

Scored below the line by declarer's side, if contract is fulfilled:

	IF TRUMPS ARE			
				
For each trick over six, bid and made				
Undoubled	20	20	30	30
Doubled	40	40	60	60
Redoubled	80	80	120	120

	AT A NO TRUMP CONTRACT		
	Un doubled	Doubled	Re- doubled
For the first trick over six, bid and made	40	80	160
For each additional trick over six, bid and made	30	60	120

The first side to score 100 points below the line, in one or more deals, wins a game. When a game is won, both sides start without trick score toward the next game. First side to win two games wins the rubber points

## PREMIUM SCORE

Scored above the line by declarer's side.

For winning the rubber, if opponents have won no game	700
For winning the rubber, if opponents have won one game	500
For having won the only game in an unfinished rubber	300
For having the only partscore in an unfinished game	100
For making any doubled contract	50
For making any redoubled contract	100

## SLAMS

For making a SLAM	NOT VULNERABLE	VULNERABLE
Small Slam (12 tricks) bid and made	500	750
Grand Slam (all 13 tricks) bid and made	1000	1500

## OVERTRICKS

For each OVERTRICK (tricks in excess of contract)	NOT VULNERABLE	VULNERABLE
Undoubled	Trick Value	Trick Value
Doubled	100	200
Redoubled	200	400

## HONORS

Scored above the line by either side:

Scored above the line by either side For holding four of the five trump honors (A, K, Q, J, 10) in one hand	100
For holding all five trump honors (A, K, Q, J, 10) in one hand	150
For holding all four aces in one hand at a no trump contract	150

## UNDERTRICK PENALTIES

	Not Vulnerable		
	Un- doubled	Doubled	Re- doubled
For first undertrick	50	100	200
For each additional undertrick	50	200	400
Bonus for the fourth and each subsequent under- trick	0	100	200

	Vulnerable		
	Un- doubled	Doubled	Re- doubled
For first undertrick	100	200	400
For each additional undertrick	100	300	600

## **Appendices**

Most players will find the Laws and the Proprieties sufficient for their needs. Some, however, may wish to adopt procedures to reduce the risk that, unintentionally, extraneous information is given to partner, or proper information is withheld from opponents. Optional procedures, very similar to those successfully used in Duplicate Bridge, are set out in Appendices: 1 (Alert procedure); 2 (Skip Bid procedure) and; 3 (face down opening lead). Note that these Appendices are not part of the Laws or the Proprieties of Rubber Bridge.

### **Appendix 1 - Optional Alert Procedure**

By agreement, the Alert procedure may be used. Then, the partner of a player who makes a call to which the partnership attaches a special, unusual meaning, one with which the opponents may not be familiar, is required to say "Alert." No explanation should be volunteered. After the Alert, either opponent may, at his own turn to call, inquire as to the special meaning.

A partnership that does not want to be Alerted should so request, and this request should be honored.

### **Appendix 2 - Optional Skip Bid Procedure**

By agreement, the "Stop" or "Skip Bid" procedure may be used. Then, whenever a player opens the bidding at the two level or higher or makes a bid higher than necessary to overcall the last preceding bid, he announces "Stop" or "Skip Bid" (the players specify the form to be used) before making the bid.

After this announcement, the opponent next to speak is required to hesitate for approximately 10 seconds before making any call.

### **Appendix 3 - Optional Face Down Opening Lead**

By agreement, it may be specified that opening leads be made face down. If an opening lead is determined to be out of turn (before being faced), the leader returns the card to his hand without penalty.

When the face-down lead will be legal, dummy delays spreading his hand. Opening leader's partner asks



any questions concerning the auction, including a review. Then, the lead is faced (opening leader may not withdraw it), dummy is faced and play proceeds normally.

## **Appendix 4 – Chicago or Four-Deal Bridge**

Four-deal Bridge is a form of Rubber Bridge much played in clubs and well suited to home play. Long rubbers are avoided; extra players need wait no longer than the time (typically 20 minutes) required to complete four deals. The game is also called club bridge or Chicago (for the city in which it originated).

### **A. Basic Rules**

The Laws of Rubber Bridge are followed, except as modified by the following rules.

### **B. The Rubber**

A rubber consists of a series of four deals that have been bid and played. If a deal is passed out, the same player deals again and the deal passed out does not count as one of the four deals. A fifth deal is void if attention is drawn to it at any time before there has been a new cut for partners or the game has terminated; if the error is not discovered in time for correction, the score stands as recorded. A sixth or subsequent deal is unconditionally void, and no score for such a deal is ever permissible.

In case fewer than four deals are played, the score shall stand for the incomplete series and the fourth deal need not be played unless attention is drawn to the error before there has been a new cut for partners or the game has terminated.

When the players are pivoting<sup>32</sup>, the fact that the players have taken their proper seats for the next rubber shall be considered a cut for partners.

### **C. Vulnerability**

Vulnerability is not determined by previous scores but by the following schedule:

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<sup>32</sup> In a pivot game, partnerships for each rubber follow a fixed rotation.

First deal: neither side vulnerable.

Second and third deals: dealer's side vulnerable, the other side not vulnerable. By mutual agreement, the vulnerability on the second and third deals may be switched.

Fourth deal: both sides vulnerable.

#### **D. Premiums**

For making or completing a game (100 or more trick points), a side receives a premium of 300 points if on that deal it is not vulnerable or 500 points if on that deal it is vulnerable. There is no additional premium for winning two or more games, each game premium being scored separately.

#### **E. The Score**

As a reminder of vulnerability in four-deal bridge, two intersecting diagonal lines should be drawn near the top of the score pad, as follows: The numeral "1" should be inserted in that one of the four angles thus formed that faces the first dealer. After play of the first deal is completed, "2" is inserted in the next angle in clockwise rotation, facing the dealer of the second deal. The numerals "3" and "4" are subsequently inserted at the start of the third and fourth deals, respectively, each in the angle facing the current dealer.

A correctly numbered diagram is conclusive as to vulnerability. There is no redress for a bid influenced by the scorer's failure to draw the diagram or for an error or omission in inserting a numeral or numerals in the diagram. Such error or omission should, upon discovery, be immediately corrected and the deal or deals should be scored or rescored as though the diagram and the number or numbers thereon had been property inserted.

#### **F. Partscores**

A partscore or scores made previously may be combined with a partscore made in the current deal to complete a game of 100 or more trick points. The game premium is determined by the vulnerability on that deal of the side that completes the game. When a side makes or completes a game, no previous partscore of either

side may thereafter be counted toward game. A side that makes a partscore in the fourth deal, if the partscore is not sufficient to complete a game, receives a premium of 100 points. This premium is scored whether or not the same side or the other side has an uncompleted partscore.

There is no separate premium for making a partscore in any other circumstance.

### **G. Deal out of Turn**

When a player deals out of turn, and there is no right to a redeal, the player who should have dealt retains his right to call first, but such right is lost if it is not claimed before the actual dealer calls. If the actual dealer calls before attention is drawn to the deal out of turn, each player thereafter calls in rotation. Vulnerability and scoring values are determined by the position of the player who should have dealt, regardless of which players actually dealt or called first. Neither the rotation of the deal nor the scoring is affected by a deal out of turn. The next dealer is the player who would have dealt next if the deal had been in turn.

### **H. Optional Rules and Customs**

The following practices, not required, have proved acceptable in some clubs and games:

1. Since the essence of the game is speed, if a deal is passed out, the deck that has been shuffled for the next deal should be used by the same dealer.
2. The net score of a rubber should be translated into even hundreds (according to American custom) by crediting as 100 points any fraction thereof amounting to 50 or more points: e.g., 750 points count as 800; 740 points count as 700.
3. No two players may play a second consecutive rubber as partners at the same table. If two players draw each other again, the player who has drawn the highest card should play with the player who has drawn the third-highest, against the other two players.

4. To avoid confusion as to how many deals have been played, each deal should be scored, even if there is no net advantage to either side (for example, when one side is entitled to 100 points for undertrick penalties and the other side is entitled to 100 points for honors). In a result that completes a game, premiums for overtricks, game, slam or making a doubled contract should be combined with the trick score to produce one total, which is entered below the line (for example, if a side makes 2<sup>a</sup> doubled and vulnerable with an overtrick, 870 should be scored below the line, not 120 below the line and 50, 500 and 200 above the line).

## **PART VIII - Alternative Club Laws**

When bridge is played at a club, it is often practicable to designate an impartial and experienced person as “Arbiter” for the game. The Arbiter interprets and applies the Laws after an irregularity occurs and generally assumes the role assigned to the “Director” in Duplicate Bridge. When such an Arbiter is available, certain Laws may be modified so as to produce greater equity. The “Club Laws” prescribe a somewhat different procedure after attention is drawn to an irregularity, and there is a different disposition for disputed claims. The principal changes, however, lie in the authority given to the Arbiter, after specified types of irregularity, to “adjust the score” of a deal once play is over. In adjusting a score, the Arbiter assigns a new result, the result he judges would likely have been achieved had the irregularity not occurred. The Arbiter should resolve any substantial doubt in favor of the non-offending side.

The Alternative Club Laws are in force only upon advance agreement by the players or in accordance with the standing and published policy of a club. Any game may play under these Club Laws, so long as an Arbiter is nominated in advance; when there are more than four members of a table, a non-playing member may act as Arbiter.

### **Club Law 13**

The Arbiter must be called as soon as attention is drawn to an irregularity. Calling the Arbiter does not forfeit any rights to which a player may otherwise be entitled. Any player, including dummy subject to restrictions under Law 42 and Law 43, may draw attention to an irregularity and call the Arbiter. The fact that a player draws attention to an irregularity committed by his side does not affect the rights of the opponents.

No player should call or play until the Arbiter has determined and explained all matters in regard to the irregularity. Premature correction of an irregularity on the part of an offender may subject him to further penalty.

### **Club Law 14**

The Arbiter assesses penalties when applicable. When these Club Laws provide an option among penalties, the Arbiter explains the options available.

The Arbiter may assign an adjusted score, but only when the Club Laws empower him to do so or when the Laws provides no indemnity to the non-offending side for the particular type of violation of Law or propriety committed by an opponent. The Arbiter may not assign an adjusted score on the ground that the penalty provided in the Laws is unduly severe or unduly advantageous to either side.

### **Club Law 16**

Regular Law 16 stands with the following addition:

If attention is drawn to an offence and the Arbiter is called, the Arbiter should direct that the auction or play continue, and assign an adjusted score at the end of play if he considers that the result could have been affected by the unauthorized information.

A player may announce that he may summon the Arbiter after the play. If an opponent disagrees that unauthorized information might have been conveyed, the Arbiter should be called immediately. However, a player does not lose his right to call the Arbiter after play has ended even if no announcement is made earlier. The Arbiter should award an adjusted score after play ends to

redress damage caused to the non-offending side.

If the Arbiter determines that an offense has been committed and the non-offending side has been damaged, the result should be adjusted to redress any such damage.

### **Club Law 21**

Regular Law 21 stands with the following addition:

When it is determined that misinformation has been given the Arbiter should be called. If it is too late to change a call or play, the Arbiter should allow play to continue. Regardless of when the Arbiter is called, at the end of play if the Arbiter determines that the non-offending side was damaged due to the irregularity he should award an adjusted score.

### **Club Law 23**

Regular Law 23 stands with the following addition:

When the penalty for an irregularity would compel the offender's partner to pass, and when the Arbiter deems that this enforced pass will necessarily<sup>33</sup> damage the non-offending side, the Arbiter may assign an adjusted score.

### **Club Law 25**

Regular Law 25 stands with the following addition:  
Club Law 23 may apply.

### **Club Law 27**

Regular Law 27 stands with the following addition to 27A:

If the insufficient bid conveyed such substantial information as to damage the non-offending side, the Arbiter may assign an adjusted score, and in regular Law 27B: the Arbiter should be called before the auction con-

<sup>33</sup> The score should not be adjusted merely because the penalty happened to result in good fortune for the offending side. The word "necessarily" restricts score adjustment to those instances in which the offender could have known at the time of his infraction that it would be to his side's advantage to require partner to pass.

tinues. The Arbiter will then decide if the replaced bid conforms to the Law. Further, at the end of play, the Arbiter can adjust the score if he determines that the outcome would have been different without some added information.

### **Club Laws 29, 30, 31, 32, 36, 37 and 38**

Regular Laws 29, 30, 31, 32, 36, 37 and 38 stand with the following addition: Club Laws 16 and 23 may apply.

### **Club Law 40**

Regular Law 40 stands with the following addition:

If the Arbiter decides that a side has been damaged through its opponents' failure to explain the meaning of a call or play, he may award an adjusted score.

### **Club Law 47**

Regular Law 47 stands with the following addition:

If a card retracted under Law 47C and 47D gave substantial information to the offending side, the Arbiter may award an adjusted score.

### **Club Law 55**

Regular Law 55 stands with the following addition:

If the Arbiter determines that declarer adopted a line of play that could have been based on information obtained through his infraction, he should assign an adjusted score to redress the damage.

### **Club Law 64**

Regular Law 64 stands, except that:

When after any established revoke, including those not subject to penalty, the Arbiter deems that equity has not been restored to the non-offending side, he should assign an adjusted score.

### **Club Law 69**

Regular Law 69 stands with the following additions:

If either defender disputes declarer's claim or conces-

sion, the Arbiter must be called to adjudicate the result of the deal.

The Arbiter should adjudicate the result of the deal as equitably as possible to both sides, but any doubtful point should be resolved in favor of the defenders. He should proceed as follows:

- A. He should require the declarer to repeat the statement he made at the time of his claim. The Arbiter should then require all players to put their cards face up on the table and should hear the defenders' objections to the claim.
- B. When a trump is outstanding, he should award a trick to the defenders if
  1. in making his claim declarer made no statement about that trump, and
  2. it is at all likely that declarer was unaware, at the time of his claim, that a trump remained in a defender's hand, and
  3. a trick could be lost to that trump by any normal play (an inferior or careless play can be normal, but not an irrational play).
- C. He should not accept from declarer any proposed line of play inconsistent with his statement. If declarer did not make an appropriate announcement at the time of his original claim, the Arbiter should not accept from declarer any unusual line of play or any proposed play that requires a finesse<sup>34</sup> in a suit, unless an opponent failed to follow in that suit before the claim or concession or would subsequently fail to follow in that suit on an conceivable line of play. If declarer's statement did not include the order of play when leading a suit, it may be assumed from the top down.

## **Club Law 70**

Regular Law 70 stands with the following addition:

It declarer disputes a defender's claim of concession, the Arbiter must be called to adjudicate the result of the

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<sup>34</sup> For these purposes, a finesse is a play the success of which depends on finding one defender rather than the other with or without a particular card



deal. He does so as equitably as possible to both sides, but should award to the declarer any trick that the defenders could lose by normal play (an inferior or careless play can be normal, but not an irrational play).

## **Club Appeals Committee**

Whenever possible, a club should establish an Appeals Committee to review decisions of the Arbiter, and any game may designate a committee to which appeals may be taken. If such a procedure has been agreed to or published in advance, any player may appeal any decision by the Arbiter. The Appeals Committee exercises all powers assigned by these Laws to the Arbiter and may overrule any of his decisions.

When an Arbiter's decision is overruled on appeal, only the scoring of the particular deal is affected; subsequent scores stand as recorded. If the committee's decision results in fulfillment of a contract originally recorded as defeated or defeat of a contract recorded as fulfilled, then,

- A. for a contract now fulfilled: in addition to the other trick score and premium score, declarer's side receives a premium of 100 points for a partscore that would not then have increased the below-the-line score to 100; and for any other contract, declarer's side receives a premium according to vulnerability — 300 points if declarer's side was non-vulnerable, 400 points if declarer's was vulnerable and the defenders not and 500 points if both sides were vulnerable.
- B. for a contract now defeated, when the original scoring resulted in a game: in addition to the other premium score, the defenders receive a premium of 100 points if they alone had scored a partscore in that game, plus a premium of 500 points if declarer's side originally won two of two games, or 200 points if the defenders' side originally won two of three games.

## **Rules for Club Procedure**

The following rules, governing membership in new

and existing tables, have proven satisfactory in club use over a long period of years.

## **A. Definitions**

**Member:** An applicant who has acquired the right to play at a table either immediately or in his turn.

**Complete Table:** A table with six members.

**Incomplete Table:** A table with four or five members.

**Cut In:** Assert the right to become a member of an incomplete table or to become a member of a complete table at such time as it may become incomplete.

## **B. Time Limit on Right to Play**

An applicant may not play in a rubber unless he has become a member of a table before a card is duly drawn for the selection of players or partners.

## **C. Newly Formed Tables**

Four to six applicants may form a table. If there are more than six applicants, the six highest-ranking ones become members. The four highest-ranking members play the first rubber. Those who have not played, ranked in their order of entry into the room, take precedence over those who have played; the latter rank equally, except that players leaving existing tables to join the new table rank lowest. Precedence between those of equal rank is determined by drawing cards, the player who draws the highest-ranking card having precedence.

## **D. Cutting In**

An application establishes membership in a table either forthwith or (if the table is complete) as soon as a vacancy occurs, unless applications in excess of the number required to complete a table are made at the same time, in which case precedence between applicants is established by drawing cards, as provided in the preceding rule.

## **E. Going Out**

After each rubber, place must be made for any member who did not play that last rubber by the member who has played the greatest number of consecutive rubbers at that table. Cards are drawn for precedence if necessary. A member who has left another existing table must draw cards for his first rubber with the member who would otherwise have played. A player who breaks up a game by leaving three players at a table may not compete against them for entry at another table until each of them has played at least one rubber.

## **F. Membership Limited to One Table**

No one may be a member of more than one table at the same time, unless a member consents, on request, to make a fourth at another table and announces his intention of returning to his former table as soon as his place at the new table can be filled. Failure to announce such intention results in loss of membership at his former table.



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